Welcome to the Generative Design in Minecraft Competition Wiki! Here you will find information about the competition, framework, examples and explanations, and various research projects (ongoing and otherwise).

Do you like playing Minecraft? Do you like procedural content generation, or was ever interested in trying it out? Have you ever looked at a village in Minecraft and thought, "I bet I could write something that does that better." Well, now is your chance to try.

As a reminder, please visit our official website for up-to-date competition details, submission access, and results of past competitions: http://gendesignmc.engineering.nyu.edu/

Search this documentation
- documentation-space-sample
  - featured
  - core

Featured Pages
- Getting started
- Making a template

Popular Topics

Recently Updated Pages
- The Generative Design in Minecraft Competition
  - Sep 14, 2019 • updated by Michael C Green • view change
- Making a template
  - Sep 11, 2019 • created by Richard Malenitza
- Getting started
  - Sep 11, 2019 • created by Richard Malenitza
- The Generative Design in Minecraft Competition
  - Sep 11, 2019 • created by Richard Malenitza